Disney's

STITCH

EXPERIMENT 626

SONY

Disney INTERACTIVE

DANGER HIGH VOLTAGE SOFTWARE

SONY

COMPUTER ENTERTAINMENT

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Nos. and POWERLINE Nos.

SCES-50966

1 Player • Memory Card (8MB) (for PlayStation®2): 50KB minimum • Analog Control Compatible: all buttons • Vibration Function Compatible

ENGLISH

SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned off. Attach game controllers / other accessories as appropriate BEFORE you switch your console on. It is advised that you do not insert or remove accessories once the power is turned on.

Now turn the console ON at the MAIN POWER switch and press the ⏻/RESET button. When the ⏻ indicator lights up green, press the ⏏ button and the disc tray will open. Place the **DISNEY'S STITCH : EXPERIMENT 626** disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Finally, press the ⏻/RESET button again before commencing play.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

MEMORY CARDS

PLEASE NOTE: throughout this manual, the term 'Memory Card' is used to describe the Memory Card (8MB) (for PlayStation®2) - (product code SCPH-10020 E). Memory Cards (SCPH-1020 E) designed for use with PlayStation® (PS one®) format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the inserted Memory Card, or any Memory Card containing previously saved **DISNEY'S STITCH : EXPERIMENT 626** data. Make sure there is enough free space on your Memory Card before commencing play.

DIRECTIONAL BUTTONS - MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of both the directional buttons and the left analog stick, unless otherwise stated. In order to use the left analog stick, the Analog Controller (DUALSHOCK®2) should be in analog mode (mode indicator: Red).

PLEASE NOTE: DISNEY'S STITCH : EXPERIMENT 626 is only compatible with the Analog Controller (DUALSHOCK®2).

LAG REPORT

EXPERIMENT NUMBER: 626
CODENAME: Stitch
CREATOR: Jumba
OBJECTIVE: To create an indestructible master of mayhem

OBSERVATIONS:

At last! It seems all my work has been worthwhile. My latest creation is surely the pinnacle of all my years of genetic research. Of course, I have had some success with the 600 series so far; indeed, I thought I might have reached my peak with Experiment 621. But now I have surpassed myself!

According to my observations, 626 is by far the strongest and most intelligent creature I have ever produced. He can withstand many forms of attack and is capable of destruction on a galactic scale. As for combat, he may be small, but he is a fighting machine! At last, Dr Habbitrale will be forced to recognise that my genius towers far above his own. I know he is hard at work in his laboratory, racing to create mutants more powerful than mine, but when he sees Stitch on the loose, he will be forced to bow down to my superior abilities.

There is just one small – well, I would not describe it as a flaw, more of a – confusion. 626 does occasionally show a lack of interest in following orders, preferring instead to demolish everything around him. He even seems to delight in leaving a trail of devastation and destruction in his wake. It might concern a lesser scientist than myself to see quite how much he enjoys creating mayhem, but I have the utmost confidence in my latest work of genius.

Naturally, further tests will be needed to determine the full extent of 626's strength. I shall send him out to collect DNA for me, and observe how he reacts with his new environment. It is time for the galaxy to see what Stitch is made of!

Jumba

BASIC CONTROLS

L2 button ——————— **R2** button
L1 button ——————— **R1** button

——— ▣ button
——— △ button
——— ◉ button
——— ⊗ button

Directional buttons ———

Left analog stick ———

Right analog stick / **R3** button

▪ button ▶ button

Left analog stick ↑, ↓, ←, →, ↖, ↗, ↙, ↘ - Run / Walk and Aim
Directional buttons ↑, ↓, ←, → - Sneak
⊗ button - Jump (Press again whilst in mid-air for Double Jump)
▣ button - Fire Ray Guns
◉ button - Lift / Throw
△ button - Fire Special Weapon
L1 button - Speed Burst / Ball Slam
L2 button - Centre Camera (press once) / Side-Strafe (press and hold)
R1 button - Grapple (press once) / Jetpack (press and hold)
R2 button - Lock-On (press once) / Circle-Strafe (press and hold)
Right analog stick ↑, ↓, ←, → etc. - Look Around
R3 button (press right analog stick in) - Centre Camera
▶ button - Pause
▪ button - Hide / Show Stats

MENU CONTROLS

Use these buttons to navigate through menu screens:

↑, ↓, ← or →	Highlight menu option
⊗ button	Select / Confirm
△ button	Return to previous screen

GETTING STARTED

TITLE SCREEN

Press the ▶ button to display the Memory Card Menu. You will be asked to select a saved game to load, or, if your Memory Card contains no saved games, to select an empty save file. Your game will then be automatically saved as you progress. Once you have selected a game to load, you can then choose to either load or delete that game save. If there is no Memory Card inserted into MEMORY CARD slot 1, you will need to press the ⊗ button to confirm that you want to continue without saving.

WORLD SELECT MENU

Choose a world to visit from this menu. You can also adjust game options by pressing the ▶ button to display the Options Menu (see the PAUSING THE GAME section of this manual for more details).
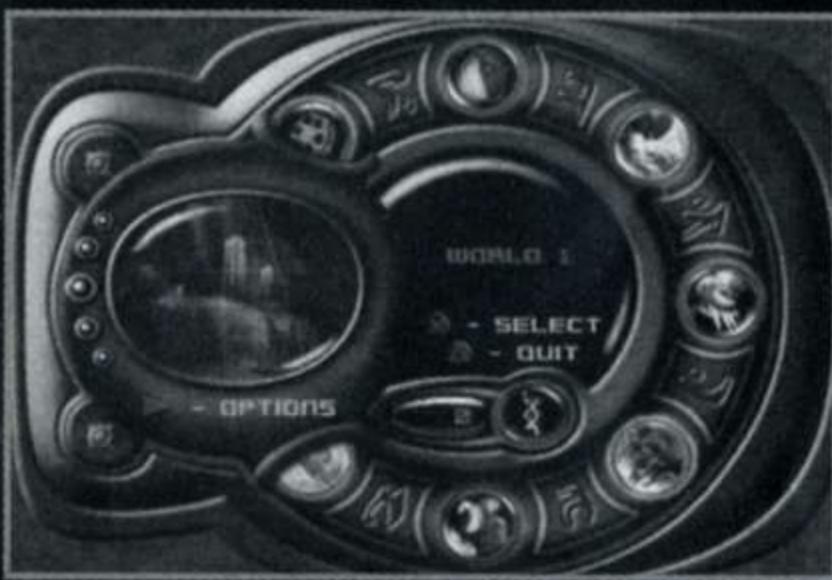
CHOOSING A WORLD

Press ← or → to toggle between worlds on the World Select Menu. When the world you want to explore is displayed in the picture window, press the ⊗ button to confirm.

At first, only one world will be available to you, but you can unlock the others by collecting DNA. The picture window tells you how much DNA is required to open each locked world. The spinning DNA icon displays the total amount of DNA you have collected so far.

Secrets

As you guide Stitch through his missions, try to collect all the movie reels you can find. You'll need them to purchase and unlock secrets. Movie reels are usually hidden in hard-to-reach locations, or can be earned by catching Squid Bots.

Select the SECRETS section from the World Select Menu to see how many movie reels you have collected. To open a secret, press ↑ or ↓ to highlight it and press the ⊗ button. Secrets will appear in Stitch's alien language on the selection menu until you have collected enough movie reels to unlock them.

CHOOSING AN AREA

Within each world there are several areas to explore. Press ← or → to view the different areas, and then press the ⊗ button when the one you want to visit is displayed.

Each area contains fifty pieces of DNA for you to collect. The picture window will tell you how many pieces there are left to collect in each area.

To leave a world, you need to locate the teleporter at the end of each area or choose LEVEL SELECT from the Pause Menu, which is explained later in this manual.

THE GAMESCREEN
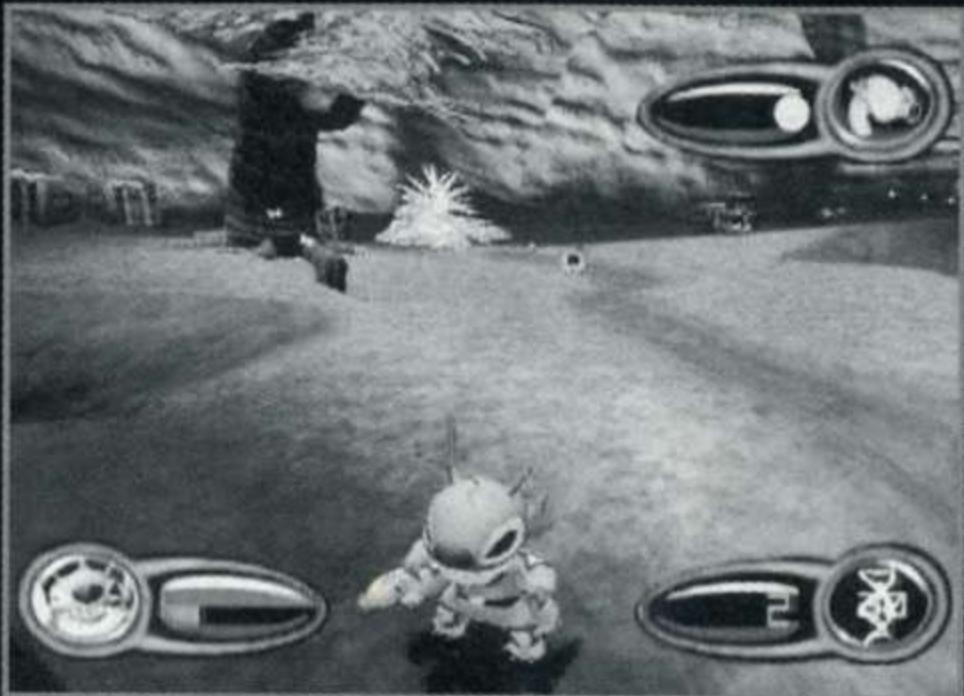
Press the SELECT button to display the following information:

Health Meter - The red bar represents Stitch's health. You can tell how much damage he has taken by his facial expression. If he doesn't look too good, you'll need to find a way to restore his health. If the Health Meter empties completely, Stitch will return to the previous checkpoint, but he'll lose one of his Ray Guns in the process.

Slow Mo Meter - The blue bar shows the amount of burst energy Stitch has collected. As Stitch performs Speed Bursts and Ball Slams, this meter will begin to empty. You can fill it up again by collecting more Slow Mo objects.

DNA - This shows the total amount of DNA Stitch has collected. The number displayed under the spinning DNA icon shows the amount of DNA needed to open the next world.

Ray Guns - This shows the number of Ray Guns Stitch is currently carrying (up to a maximum of four). If Stitch is carrying a special weapon, like a Freeze Gun or Big Gun, it will be displayed here until the special weapon runs out of ammo.

Jet Pack - This indicator is displayed if Stitch is wearing the Jet Pack. It shows the amount of Jet Pack fuel remaining. If Stitch runs out of fuel, he will return to the last checkpoint.

STITCH

Stitch is a furry little bundle of trouble who craves freedom and loves to demolish anything that gets in his way. He can't help himself, since his desire for destruction was hardwired into his biology by his creator. Stitch is abnormally strong and he can take a lot of damage. He can pull super speedy manoeuvres, jump very high, and even climb walls. But he's not a very good swimmer – he sinks like a stone in water, so watch out for lakes and rivers. Stitch does his best to carry out Jumba's orders, but usually leaves a trail of devastation behind him. Just take a look at what he can do…

STITCH'S MOVES

Press ↑, ↓, ←, → etc. to control Stitch's movements. To jump, press the ⊗ button. Press it again when Stitch is in mid-air to perform a double jump.

Normal

Stitch can get around just fine on two of his six limbs, allowing him to stand upright whilst carrying objects, enemies or up to four Ray Guns. Interesting possibilities for chaos abound.

Speed Burst

Sometimes, Stitch needs to move fast. Press the L1 button to enter Speed Burst Mode and Stitch will scurry along on all six of his little legs. In this mode, time slows dramatically for Stitch – to him, it's as if the world is moving in slow motion. While everybody else lags behind at 'normal' speed, Stitch streaks along in a blue flash. It takes a lot of energy to race around this way, so he can't keep up the pace for long. The Speed Burst Meter shows how many times Stitch can burst. To refill the meter, pick up a Slow Mo object. Use the Speed Burst to dodge attacks, to cover a piece of ground quickly, or to shoot more rapidly than your enemies. Combine a Speed Burst with a well-timed Ball Slam to cause some major damage.

Climbing

Stitch's incredibly sharp claws allow him to climb many sheer walls and cliffs. When in Normal or Speed Burst Mode, approach a wall or cliff and, if Stitch can sink his claws into it, he'll begin to climb. He can't carry any objects or enemies whilst climbing, but he can fire two of his Ray Guns. Not as devastating as a barrage from all four, but useful nonetheless.

Lifting and Throwing

Jumba designed Experiment 626 to be super-strong. He can lift hatchling eggs, big bombs, and even some enemies. Once they are in his grasp, Stitch can give them the heave-ho to clear the way. To lift an object, approach it and press the ⊙ button. To throw it, press the ⊙ button again. Enemies can only be carried for a short time, so hurry!
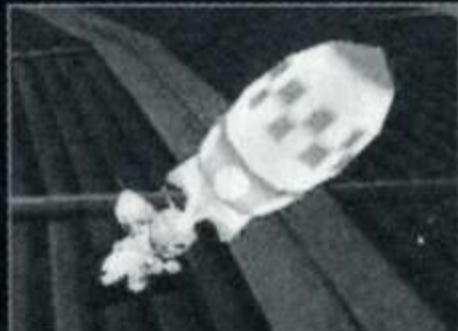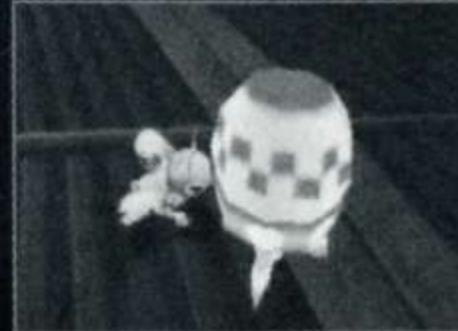
STITCH'S COMBAT SKILLS

Stitch's preferred approach to combat is direct and to the point. This means that fights are usually fast and furious. A blast from his Ray Guns will bring down most foes. For others, you may need to use a little bit of stealth. Stitch is happiest when he's destroying stuff, so feel free to use your combat skills on anything and everything you come across.

Ray Guns

Stitch begins each area with a standard issue Plasma Ray Gun. As he explores, he will find additional guns hidden inside objects or dropped by defeated enemies. He can wield up to four at a time in Normal Mode. When he is holding an object, he can only fire two Ray Guns. If he is injured and returned to a checkpoint, he will lose some of his firepower.

Strafing

To strafe, press and hold the L2 or R2 button, then press ← or →. Strafing will keep the enemy in Stitch's gunsights while he moves around. Press the L2 button to strafe side-to-side in a straight line. To move in a circle around your opponent, press the R2 button. Remember to press the ▣ button to fire.

Ball Slam

Some enemies can't be defeated by Ray Guns – plasma will bounce right off their tough armour. However, that doesn't mean the battle is lost. A devastating Ball Slam should soon sort things out! Jump into the air, then press and hold the `L1` button. It will seem like the world is moving in slow motion, but really Stitch is moving much, much faster than everything else, so you have more time to take aim. Line Stitch up with the enemy and release the `L1` button to send him slamming into the target. Once you've mastered this manoeuvre, try performing multiple Ball Slams on the same enemy by pressing `L1` again after each successful slam.

SPECIAL ITEMS

Sometimes these are found just lying around and sometimes they are concealed in hard-to-reach places. Some items are hidden inside other objects, so smash stuff open to reveal them. Or just smash everything to pieces because you feel like it, it's up to you. Keep your eyes open when the dust clears - you never know what you'll find in the rubble.

DNA

Jumba needs these bits of genetic code for his experiments, so he often sends Stitch off to look for them. Collecting DNA will open up other worlds and help you to complete your goals.

GUIDANCE MARKERS

Jumba is always keeping an eye or four on Stitch's progress. Walk into these spinning red communicators for a word of advice from the evil genius himself.

CHECKPOINTS

Activate checkpoints simply by stepping close to them. Jumba can return Stitch to these platforms if he loses a life. They are also useful for navigating, as the flashing arrows point the way to the next objective.

ALIEN TOE

These mutated Alien Toes may not look too appetising, but try to gobble up as many as you can – each one will restore a bit of Stitch's health.

MOVIE REELS

Collect these to unlock secrets, which you can access by selecting SECRETS on the World Select Menu. Each secret costs a certain amount of reels, so the more you find, the more you can buy!

SQUID BOTS

These hovering robots will lead Stitch on a wild chase to find treasured items, which are often hidden in secret locations. To activate a Squid Bot, simply bump into it and get moving! You'd better hurry, because if a Squid Bot stops to wait for too long, it will warp back to its starting position. Having a hard time? Try a Speed Burst or Ball Slam to keep up!

SLOW MO

Stitch can only enter Slow Motion Mode (activated when he performs a Ball Slam or Speed Burst) for short periods of time. Collect Slow Mo objects to refill the blue Slow Mo Meter and give yourself more time for this type of fast-paced action.

JET PACK

When you find one of these, strap it onto Stitch's back and prepare for launch! Press the R1 button once to enter Hover Mode. When you are in Hover Mode, Stitch will fly up if you press ↓ and down if you press ↑. To exit Hover Mode, press the ⊗ button. To accelerate, press and hold the R1 button and press ↑, ↓, ←, → etc. to control your direction. When you're on the go, watch out for rings. They provide fuel for your Jet Pack and you won't get very far without them!

GRAPPLE GUN

Aim the Grapple Gun at pipes and beams to swing Stitch into action. Press and hold the R1 button to fire. When the Grapple connects with a suitable beam, Stitch will swing forward. As long as you keep the R1 button held down, Stitch will swing back and forth and the Grapple will remain attached. Quickly press ↑ and ↓ to gain speed and momentum. When you're in position, release the R1 button and watch Stitch fly! Try performing a double jump after a Grapple swing to gain extra distance.

SPECIAL WEAPONS

You'll find these unique weapons as you explore the galaxy. To fire them, press the △ button. Each special weapon has a limited number of shots, so don't waste them by shooting at objects - save them for really tough opponents.

FREEZE RAY
The Freeze Ray will encase the enemy in a block of ice. Stitch can then shoot the frozen target and watch it shatter into a million pieces!

BIG GUN
The jumbo-sized variant of Stitch's Ray Gun shoots guided rockets. Press the R2 button to lock on to an enemy followed by the △ button to let the rocket fly. Then sit back and watch the results...

PAUSING THE GAME

To pause the game, press the START button. The Pause Menu will be displayed. Select RESUME to continue playing, or RESTART to return to the start of the area. To visit a different area, choose LEVEL SELECT. To quit playing and return to the World Select Menu, select EXIT (you will then need to select YES to confirm). If you want to change the game settings, select OPTIONS to display the Options Menu.

OPTIONS
You can change the following game settings on this menù.

CONTROLS
VIBRATION - Press the ✕ button to toggle the Vibration Function of your Analog Controller (DUALSHOCK®2) on or off.

INVERT LOOK - Press the ✕ button to toggle this option on or off. When it is switched on, pushing the right analog stick ↑ will make the camera look down, and pushing ↓ will make it look up. When it is switched off, these controls will be reversed.

INVERT JETPACK - Press the ⊗ button to toggle this option on or off. When it is switched off, and you are flying with the Jetpack, you need to press ↓ to go up and ↑ to go down. When it is switched on, these controls will be reversed.

NOTE: these controls only apply when Stitch is flying, and not when he is in Hover Mode.

SHOW CONTROLS - Select this option to view the controller configuration. When you have finished, press the △ button to return to the options menu.

STEREO / MONO
Press the ⊗ button to toggle between Stereo and Mono sound.

SOUND
To adjust the volume of the in-game sound effects, highlight this option and press the ⊗ button. Then press ← to decrease the volume level or → to increase it. When you're done, press the ⊗ button.

MUSIC
This option allows you to adjust the volume of the in-game music in the same way as the sound effects.

CREDITS
Select this option to see the names of all the people who made the game. Press the ⊗ button to return to the Options Menu.

SAVING THE GAME

Rather than making Stitch do something he isn't very good at - like sit still while you save the game – **DISNEY'S STITCH : EXPERIMENT 626** saves automatically! When you leave a level (by choosing Level Select from the Pause Menu or by reaching the teleporter), your progress will be saved to the Memory Card inserted into MEMORY CARD slot 1.

STITCH'S ENEMIES

Just to give you an idea of what you're up against, here's a list of some of the enemies you're going to face. You'll meet plenty more as you explore the galaxy.

SOLDIER

These standard issue space soldiers wear combat armour and are armed with basic weapons. They move slowly and are not too smart. They will put up a fight, but they're not difficult to defeat.

HEAVY SOLDIER

These are tougher, smarter and stronger than regular soldiers. They have many different forms of attack, so watch out! They are equipped with powerful heat-seeking rockets and their plasma rifles shoot time-delay grenades.

FROGBOT

These large airborne robots were designed and built by the military, and they have an impressive strafe attack system. Many private security firms also use Frogbots, so you'll see a lot of them about. They're dumber than Soldiers but slightly tougher. Their lack of complex sensing equipment makes them vulnerable to sneak attacks, especially from behind.

WALL GUN

Wall Guns, with their rapid rate of fire and strong plasma bursts, are tough to beat. Like Frogbots, they are machines with limited intelligence. Their sensory devices merely track motion, making them easy to distract.

GREEMA

Cute, cuddly Greemas are found everywhere. Normally, they are friendly little creatures, but Dr Habbitrale has infected quite a few of them with mutant genetic code. The sick ones just look a little odd, but they eventually mutate into awful looking beasts that are nearly three times the size of Stitch. Their hides are very tough and cannot be penetrated by Ray Guns.

BUZZER

Buzzers look like giant dragonflies, and they can be very annoying when you've got things to be getting on with. Get rid of them with a quick blast from all four Ray Guns. Buzzer nests are impervious to direct attacks, but maybe Stitch can find another way to destroy them?

STITCH'S 'FRIENDS'

JUMBA

Jumba is an eccentric scientist who specialises in genetics. As Stitch's creator, he does have some affection for the little blue terror, but he can be callous about Stitch's welfare. Jumba doesn't enjoy seeing Stitch hurt, though his concern may arise mainly out of his desire to prove that his creations are superior in every way. After all, a flaw in the creation means the creator himself is flawed. Jumba has a short fuse, and is quick to lose his temper, but even at the height of his rage he always manages to look after number one - himself.

EXPERIMENT 621

621 is the result of an earlier experiment, and he is very envious of Stitch. He's well aware that his younger sibling is superior to him, if only slightly, and therefore more likely to be destined for greatness. 621 is a firm believer in the saying, "Old age and treachery will always overcome youth and skill." But maybe he's wrong…

CREDITS

DISNEY INTERACTIVE

Senior Producer	Scott Cuthbertson
Assistant Producer	Amir Firozkar
Conceptual Art	Mary Ann Ramirez
Featuring the Voice Talents of	Zoe Caldwell, Jennifer Hale, Kevin Michael Richardson, Chris Sanders, David Ogden Stiers, James Arnold Taylor, Frank Welker
Audio Post Production	Walt Disney Imagineering: Lisa Beckwith, Robert Duran, John (JK) Kestler, Steve Litten
Localization	Philippe Juton, Alexander Coward
Manager, Quality Assurance	David Arnspiger
Supervisor, Quality Assurance	Douglas Jacobs
QA Project Lead	Mike O'Brien
Senior Testers	Peter Filice, Luke Jozwiak
QA Test Team	Eitan Levine, Shannon Randall
QA Technology Team	Scott Torroll (Supervisor, QA Technology Team), Emil Haghnazarian
Additional Testing	Absolute Quality, Inc., Mike Richardson, Toby Watkins
Special Thanks	Walt Disney Feature Animation, Clark Spencer, Dean Deblois, Chris Sanders, Kelly Slagle, Bela Temesvary, Lori Korngriebel, Robert Bagley, Carole Degoulet, Stephan Gonizzi, Terence Mosca-Toba

SONY COMPUTER ENTERTAINMENT AMERICA

Senior Producer	Grady Hunt
Associate Producer	Sam Thompson
Director of Product Development	Connie Booth

HIGH VOLTAGE SOFTWARE

Producer	Jeffrey S. Marks
Lead Programmer	Jerome Karaganis
Lead Artist	Damion Davis
Lead Game Designer	Laralyn McWilliams
Audio Lead	Tim Stasica
Assistant Art Lead	Chris Cobb
Game Design	Sean Riley
Additional Game Design	Brandon Fish, Ed Kuehnel
Programming	Cory Bloyd, Jose Corpuz, Corey Frang, Brant French, Mike Henry, Pradyut Panda, Brett Z. Rubin, Keith Schaefer
Art	Brad Bowling, Gray Ginther, Cef Grima, Cary Penczek, Chris Peterson, Ben Savage, Lisa Wells, Stephen Zafros
Additional Art	Darin Beaver, Aaron Marroquin, David Seabaugh
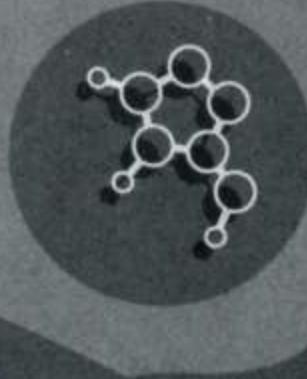
Audio	Fred Love
Additional Audio	Tim Schlie
Cinematics	Atomic Imaging

MANAGEMENT, HIGH VOLTAGE SOFTWARE

CEO / Founder	Kerry J. Ganofsky
President	John W. Kopecky
VP of Creative Content	Eric Nofsinger
VP of Software Development	Jesse Helton
Design Director	Tom Smith
Audio Director	D. Chadd Portwine
Director of Technology	Brett Bourbin
Executive Producer	Kevin Sheller
Office Manager	Bridget Ranieri
Logistics Administrator	Margaret M. Bohlen
IT Director	Raymond E. Bailey
Internal Testing	Glen Ualat, Kyle Marcussen
Special Thanks	Gabe Bott, Drew Campbell, Andrew Falth, Steve Gehrke, Leif Lathrop, Zack Oliver, Jay Powell, Angel Ruiz, Eric Thomas, Neil Viola, Charles Whitehead, Chad Whitesell, Red Eye Studio – Hoffman Estates, IL

SONY COMPUTER ENTERTAINMENT EUROPE

Producer	Daimion Pinnock
European Software Manager	Mark Hardy
Software Licensing Co-ordinator	Shiho Deruiter
PR Manager	Julie Skinner
New Release Manager	Flora Collingwood
Designer	Antony Grace
Copywriter	Ellie Gibson
Print Production	Lisa Rose
Internal QA Manager	Dave Parkinson
Internal QA Supervisor	Jim McCabe
Team Leader	Phil Green
Testers	Ian Cunliffe, Ian McEvoy, Vincent Tse, Carl Seddon, Matthew Nuttall, Darren Perkins, Terri Harrison, Barrie Mitchell, Mark Cooney, James McLoughlin, Jason Platt, James McLoughlin, David Lyons
TRC Auditors	Paul French, John Hale, Michael Kennedy
Special Thanks	Simon Roberts, Jane Ennis
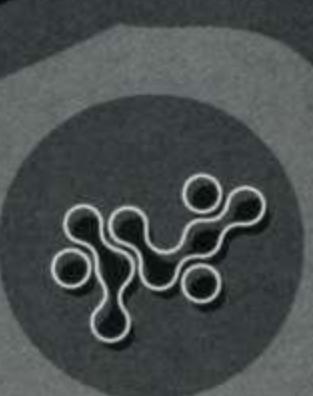
Customer Service Numbers

POWERLINE

FOR GAME HELP

• **Australia**	**1300 365 911*** *(Calls charged at local rate.)	**1 902 262 662*** *(Calls charged at $1.98 per min. inc. GST. Get parents' OK to call.)
• **Österreich**	**0820 500 535**** **(0.145 Euro/Minute.)	**0900 970 111*** *(1.78 Euro/Minute.)
• **Belgique/België/Belgien**	**011 516 406** Tarif appel local / Lokale kosten	Le numéro n'est plus en service/Niet langer verkrijgbaar (No longer available)
• **Danmark**	**33 26 68 20** Man-Torsdag 16.30-19.30	**33 26 68 20** Man-Torsdag 16.30-19.30
• **Suomi**	**0600–411911** 17.00-21.00 ma-to, 0.79 Euro/min	**0600–411911** 17.00-21.00 ma-to, 0.79 Euro/min
• **France**	**0820 31 32 33** prix d'un appel local - ouvert du lundi au samedi	**08 36 68 22 02*** *(0,34 Euro/minute)
• **Deutschland**	**01805 766 977**** **(0,12 Euro/minute)	**0190 578 578*** *(0,62 Euro/minute. Kinder und Jugendliche sollten vor dem Anrufen der PlayStation-PowerLine die Eltern/ Erziehungsberechtigen um Erlaubnis fragen.)
• **Ελλάδα**	**(00 301) 677 7701**** **Εθνική Χρέωση	**090 11 23 22 00*** *Χρέωση κλήσης 0.66 Ευρώ ανά λεπτό συν ΦΠΑ. Παρακαλούμε πριν καλέσετε τον αριθμό αυτό ζητήστε την έγκριση του προσώπου που πληρώνει το λογαριασμό Η τηλεφωνική σύνδεση υποστηρίζεται από τη Mediatel
• **Ireland**	**0818 365065** All calls charged at National Rate.	**1550 13 14 15 (R.O.I. only)*** *Calls cost 0.74 Euro/minute
• **Israel**	**09 971170**	**1 800 390 900** ל 00:17 בכל יום מלבד ימי שישי וערבי חג קווי התמיכה פעילים בין השעות 00:12
• **Italia**	**848 82 83 84*** * Tariffa Nazionale.	Non più disponibile. (No longer available)
• **Malta**	**21 344700** National Rate.	**21 344700** National Rate.
• **Nederland**	**0495 574 817** Interlokale kosten.	Niet langer verkrijgbaar. (No longer available.)
• **New Zealand**	**09 415 2447** National Rate.	**0900 97669*** *(Before you call this number, please seek the permission of the person responsible for paying the bill. Call cost $1.50 (+ GST) per minute).
• **Norge**	**820 75 050** Åpen 8.00-16.00	**820 85 050** Åpen 24 timer 12 NOK pr. Min
• **Portugal**	**707 23 23 10**** **Serviço de Atendimento ao Consumidor/ Serviço Técnico.	**707 23 23 10*** Custo de Chamada Local *Serviço de Ajuda para Jogos

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• **España** ——————————— **902 102 102** ——————————— **902 102 102**
Tarifa nacional · Tarifa nacional

• **Sverige**——————————— **08-587 822 40** ——————————— **08-587 822 25**
Mån-Tors 8-17, Fre 8-15.30 · Mån-Tors 13.00-17.00, Fre 13.00-15.30
Vanligt lokalsamtal · Vanligt lokalsamtal

• **Suisse/Schweiz/Svizzera** – **0848 84 00 85*** ——————————— **0900 55 20 55***
Tarif appel national / Nationaler Tarif / Tariffa Nazionale · *(SFr 1. -/Minute), (SFr 1. -/minute), (1 Fr.S./minuto.)

• **UK** ——————————— **08705 99 88 77** ——————————— (No longer available)
National rate. Calls may be recorded for training purposes

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Memory Card (8MB) (for PlayStation®2)

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